



Rules of Department of Revenue Division 40—State Lottery Chapter 90—Specific Instant Game Rule

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Title 12—DEPARTMENT OF REVENUE

**Division 40—State Lottery
Chapter 90—Specific Instant Game Rule**

12 CSR 40-90.010 Instant Game Number 1 Theme

PURPOSE: The purpose of this rule is to set forth the game theme for Instant Game Number 1.

The theme for Instant Game Number 1 is Jackpot 86.

*Auth: section 313.220, RSMo (1986).
Original rule filed Jan. 10, 1986, effective Jan. 20, 1986.*

12 CSR 40-90.020 Rub-off Spots and Play Symbols for Instant Game Number 1

PURPOSE: The purpose of this rule is to set forth the number of rub-off spots for Instant Game Number 1.

(1) Instant Game Number 1 shall have six (6) rub-off spots concealing six (6) play symbols on the right side of the ticket.

(2) If any three (3) of the six (6) play symbols exactly match, the ticket bearer wins a prize of the amount matched.

(3) The play symbols and prizes for Game Number 1 are—

ENTRY = Entry into Grand Prize drawing process; TICKET = Free ticket; \$2 = two dollars; \$5 = five dollars; \$86 = eighty-six dollars; \$860 = eight hundred and sixty dollars; \$86,000 = eighty-six thousand dollars.

*Auth: section 313.220, RSMo (1986).
Original rule filed Jan. 10, 1986, effective Jan. 20, 1986.*

12 CSR 40-90.030 Number and Value of Prizes

PURPOSE: The purpose of this rule is to establish the approximate number of tickets in Instant Game Number 1 and the expected number of, and value of, prizes for Game Number 1.

(1) There will be approximately 60 million tickets in Instant Game Number 1.

(2) The expected number of value of prizes, assuming a sell-out of the game, are as follows:

Prize	Number in Game
Grand Prize Entry	240,000
Free Ticket	6,000,000
\$2	5,520,000
\$5	480,000
\$86	60,000
\$860	1250
\$86,000	25

*Auth: section 313.220, RSMo (1986).
Original rule filed Jan. 10, 1986, effective Jan. 20, 1986.*

12 CSR 40-90.040 Symbol Captions for Instant Game Number 1

PURPOSE: The purpose of this rule is to set forth the play symbol captions for Instant Game Number 1.

(1) The play symbol captions for Instant Game Number 1 are as follows:

Play Symbol	Play Symbol Caption
Entry	ENTRY
Ticket	TICKET
\$2.00	TWO
\$5.00	FIVE
\$86.00	EIGHT SIX
\$860	EIGHT 60
\$86,000	86 THOU

*Auth: section 313.220, RSMo (1986).
Original rule filed Jan. 10, 1986, effective Jan. 20, 1986.*

12 CSR 40-90.050 Retailer Validation Code for Instant Game Number 1

PURPOSE: The purpose of this rule is to set forth the positions of the retailer validation code for Instant Game Number 1.

(1) The retailer validation codes for Instant Game Number 1 are as follows:

Prize	Retailer Validation Code
Free Ticket	TIC
\$2	TWO
\$5	FIVE

(2) Each separate letter of the retailer validation code will appear in one of nine (9) locations among the play symbols.

(3) The position of the three (3) letters of the retailer validation code will vary with each ticket.

*Auth: section 313.220, RSMo (1986).
Original rule filed Jan. 10, 1986, effective Jan. 20, 1986.*

12 CSR 40-90.060 Instant Game Number 2 Theme

PURPOSE: The purpose of this rule is to set forth the game theme for Instant Game Number 2.

The theme for Instant Game Number 2 is \$100,000 game.

*Auth: section 313.220, RSMo (1986).
Original rule filed Feb. 4, 1986, effective Feb. 14, 1986.*

12 CSR 40-90.070 Rub-off Spots and Play Symbols for Instant Game Number 2

PURPOSE: The purpose of this rule is to set forth the number of rub-off spots for Instant Game Number 2.

(1) Instant Game Number 2 shall have six (6) rub-off spots concealing six (6) play symbols on the right side of the ticket.

(2) If any three (3) of the six (6) play symbols exactly match, the ticket bearer wins a prize of the amount matched.

(3) The play symbols and prizes for game Number 2 are: ENTRY = entry into grand prize drawing process; TICKET = free ticket; \$2 = two dollars; \$5 = five dollars; \$10 = ten dollars; \$50 = fifty dollars; \$1000 = one thousand dollars; \$100,000 = one hundred thousand dollars.

*Auth: section 313.220, RSMo (1986).
Original rule filed Feb. 4, 1986, effective Feb. 14, 1986.*

12 CSR 40-90.080 Number and Value of Prizes

PURPOSE: The purpose of this rule is to establish the approximate number of tickets in Instant Game Number 2 and the expected number of, and value of, prizes for Game Number 2.



(1) There will be approximately one hundred (100) million tickets in Instant Game Number 2.

(2) The expected number and value of prizes are as follows—

Prize	Number in Game
Grand Prize Entry	401,280
Free Ticket	10,032,000
\$2	7,824,960
\$5	1,003,200
\$10	200,640
\$50	133,760
\$1000	2508
\$100,000	42

Auth: section 313.220, RSMo (1986). Original rule filed Feb. 4, 1986, effective Feb. 14, 1986. Amended: Filed April 9, 1986, effective April 19, 1986.

12 CSR 40-90.090 Symbol Captions for Instant Game Number 2

PURPOSE: The purpose of this rule is to set forth the play symbol captions for Instant Game Number 2.

(1) There will be approximately sixty (60) million tickets in Instant Game Number 2.

(2) The expected number and value of prizes are as follows:

Prize	Number in Game
Grand Prize Entry	240,000
Free Ticket	6,000,000
\$2	4,687,500
\$5	600,000
\$10	120,000
\$50	80,000
\$1000	1500
\$100,000	25

Auth: section 313.220, RSMo (1986). Original rule filed Feb. 4, 1986, effective Feb. 14, 1986.

12 CSR 40-90.100 Retailer Validation Code for Instant Game Number 2

PURPOSE: The purpose of this rule is to set forth the positions of the retailer validation code for Instant Game Number 2.

(1) The retailer validation codes for instant game Number 2 are as follows:

Prize	Retailer Validation Code
Free Ticket	TIC
\$2	TWO
\$5	FIV
\$10	TEN

(2) Each separate letter of the retailer validation code will appear in one of nine (9) locations among the play symbols.

(3) The position of the three (3) letters of the retailer validation code will vary with each ticket.

Auth: section 313.220, RSMo (1986). Original rule filed Feb. 4, 1986, effective Feb. 14, 1986.

12 CSR 40-90.110 Designation of Specifics for Each Instant Game

PURPOSE: This rule requires the director to publish the specifics for each instant game one week before the game starts.

(1) The director shall publish the following specifics for each instant game at least one (1) week prior to the start of that game:

- (A) The theme of the game;
- (B) The number of rub-off spots and the number of play symbols;
- (C) The method of matching play symbols to determine winning tickets;
- (D) The number of tickets approximately;
- (E) The value of prizes and the number of each prize of each value;
- (F) The play symbol captions; and
- (G) The retailer validation codes.

(2) The director shall retain the specifics for each game at the Jefferson City office of the Missouri Lottery for one (1) year following the last day on which prizes may be claimed for that game.

(3) The director shall cause the specifics set out in section (1) to be published on point of sale materials and be released to the media for publication to ensure access by the public and players to the specifics of the instant game.

Auth: section 313.220, RSMo (1986). Original rule filed April 9, 1986, effective April 19, 1986.

12 CSR 40-90.120 State Fair Spin Game

PURPOSE: The purpose of this rule is to establish the procedure for the State Fair Spin.

(1) In the event unawarded funds allotted to the instant jackpot drawing remain after July 2, 1987, a State Fair Spin shall occur on August 29, 1987.

(2) Preliminary Draws—

(A) Players will enter the game by sending five (5) non-winning tickets from instant games (9) and/or (10). Entries must be received by the Missouri Lottery after the effective date of this rule and postmarked not later than August 7, 1987.

(B) There will be a preliminary random drawing in a manner designated by the director to ensure that each entry will have an equal opportunity to participate in the final spin.

(C) Ten (10) finalists for the final spin will be picked during the preliminary drawing.

(3) Final Spin—The final spinners will spin the wheel to determine their score. The final spinners will be ranked one (1) through ten (10) according to their scores. In case of ties, all spinners with the same number shall have the same ranking. The spinner with the highest score will receive the highest prize and the spinner with the lowest score will receive the lowest prize.

(A) The wheel will be the wheel used for the grand prize drawing containing one hundred (100) slots. The slots will be numbered from one (1) to one hundred (100).

(B) Score—Each final spinner will be entitled to one (1) valid spin of the wheel. The spinner's score will be the number of the slot in which the ball comes to rest.

1. A valid spin of the wheel shall consist of three (3) complete rotations.

2. The judges shall determine whether a spin is valid.

3. The decision of the judges shall be final.

(C) In case of ties, the spinners having the tie scores shall be entitled to a second spin to break the tie. All spinners of equal rank shall be ranked with all players of that rank by their score of the second spin. No tied spinners shall be ranked below a spinner who was ranked below the tie spinners during the initial spin.

(4) Prize Pools—

(A) The prize pool shall consist of any unawarded funds allotted to the instant jackpot drawing plus the reserve fund for the guaranteed jackpot prize provided by 12 CSR 40-80.070(1).



1. The amount of prizes for each of the ten (10) finalists shall be determined by the director after the amount of the total prize pool has been determined. The director shall ensure that no finalist shall receive a total prize greater than a finalist with a higher ranking.

Auth: section 313.230(1)(c)(d)(e)(f), RSMo (1986). Original rule filed May 1, 1987, effective July 11, 1987.